

The diagram illustrates a remote gaming system architecture. It features a Remote User PC and Display (2) connected to The Internet (40) and LAN/WAN (42). The Internet (40) is connected to a central processing unit (60) and a Wagering Device (50). The LAN/WAN (42) is connected to the central processing unit (60) and a Routing/Traffic Management Server (90). The central processing unit (60) contains modules for ID Verification and Account Balancing (62), Video capture, time stamping, streaming, buffering, archiving, and win/lose/pay archiving (63), and a Remote Player Interface (20). A Video Camera (70) is connected to the Remote Player Interface (20). The Wagering Device (50) contains a Wagering Device Control Panel and Buttons (4). The system is connected to a Back Office Financial Data (10), an Event Archive Backup Library (15), an Interstitial Account Server (91), a Routing/Traffic Management Server (90), an Accounting Server (92), and a Licensee Database (93).

Figure 1

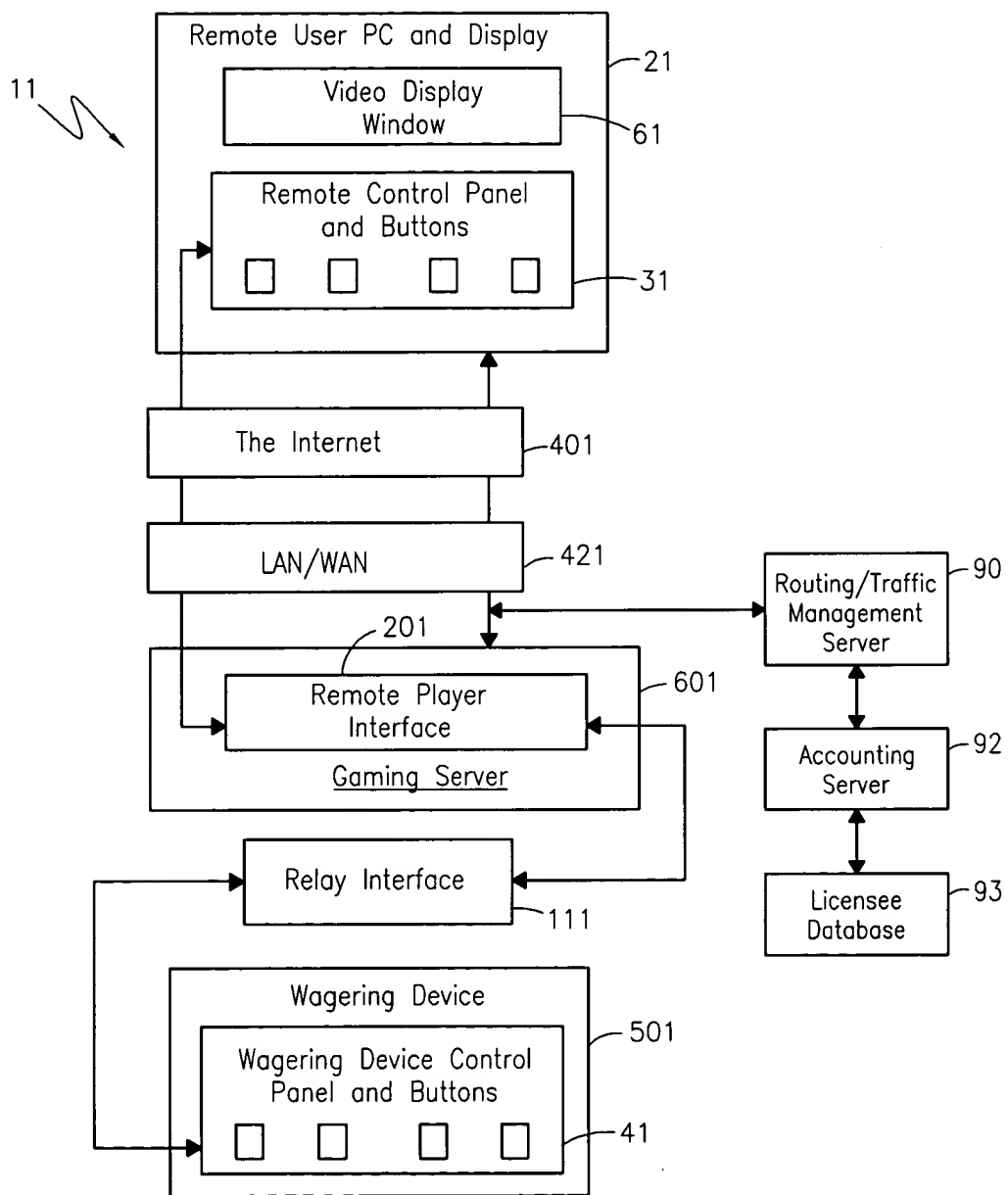
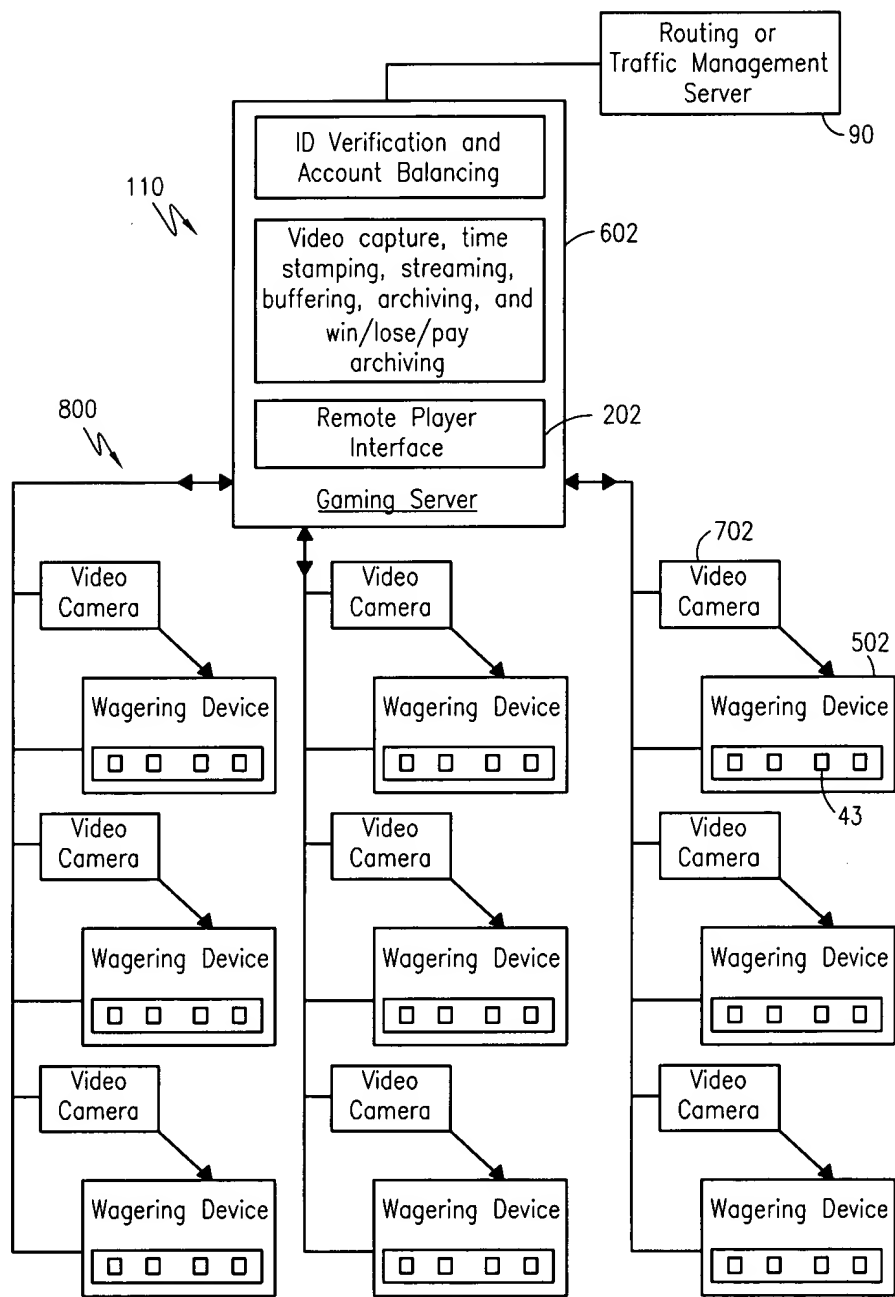


Figure 2



*Figure 3*

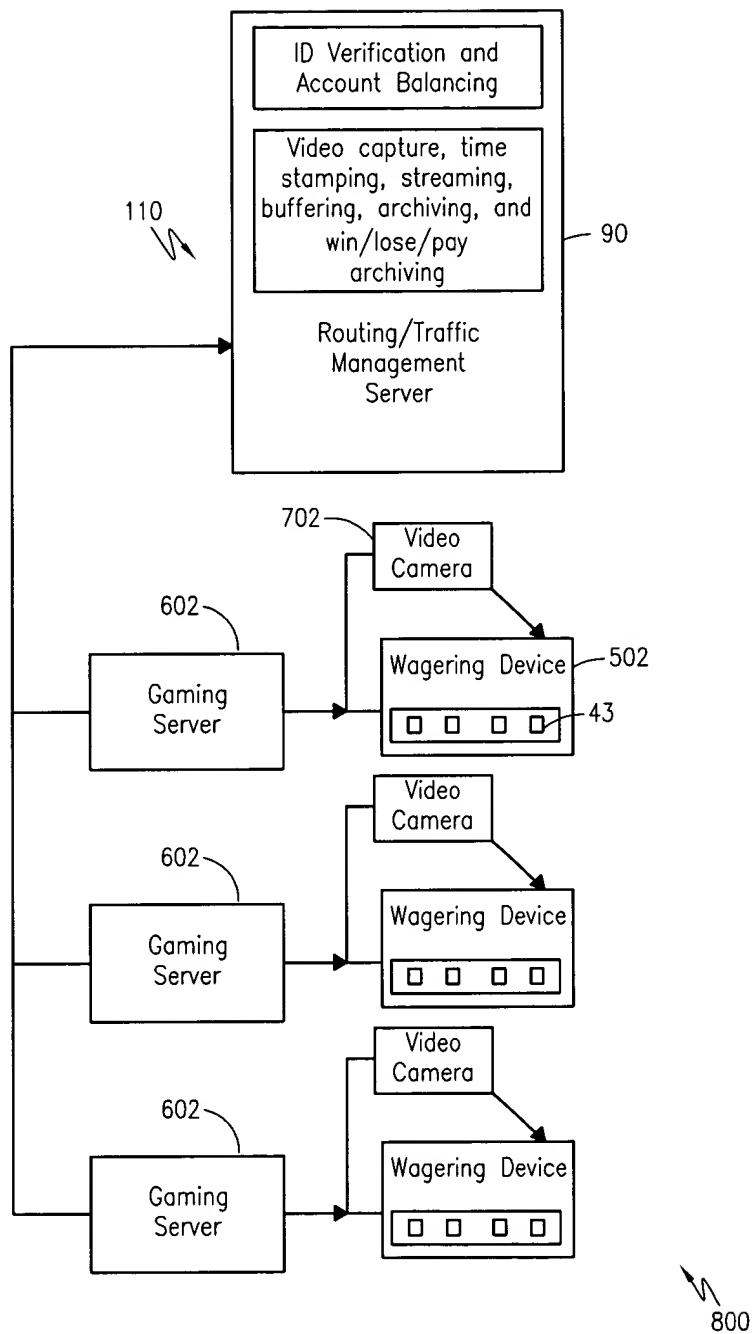


Figure 4

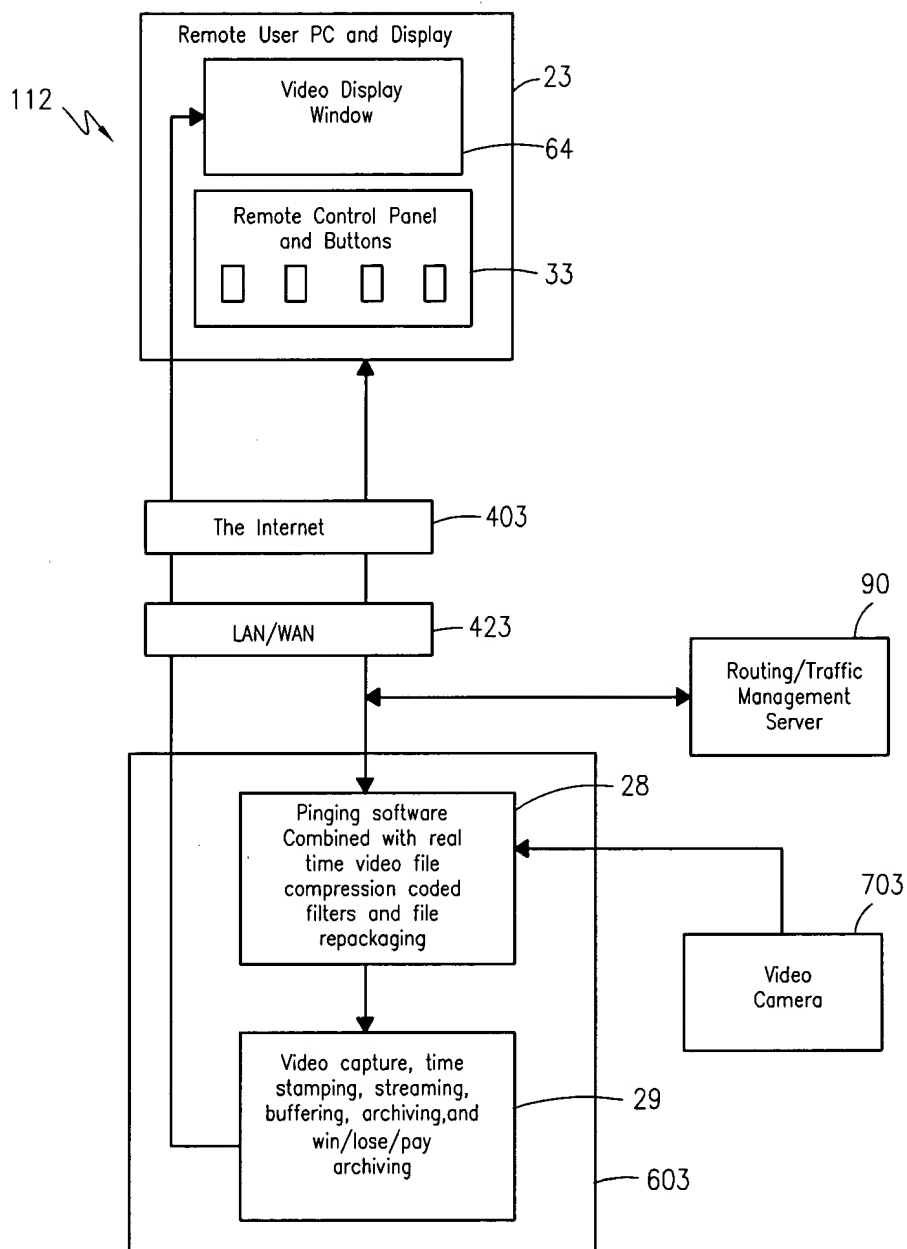


Figure 5